

【書類名】

凶面

【図 1】

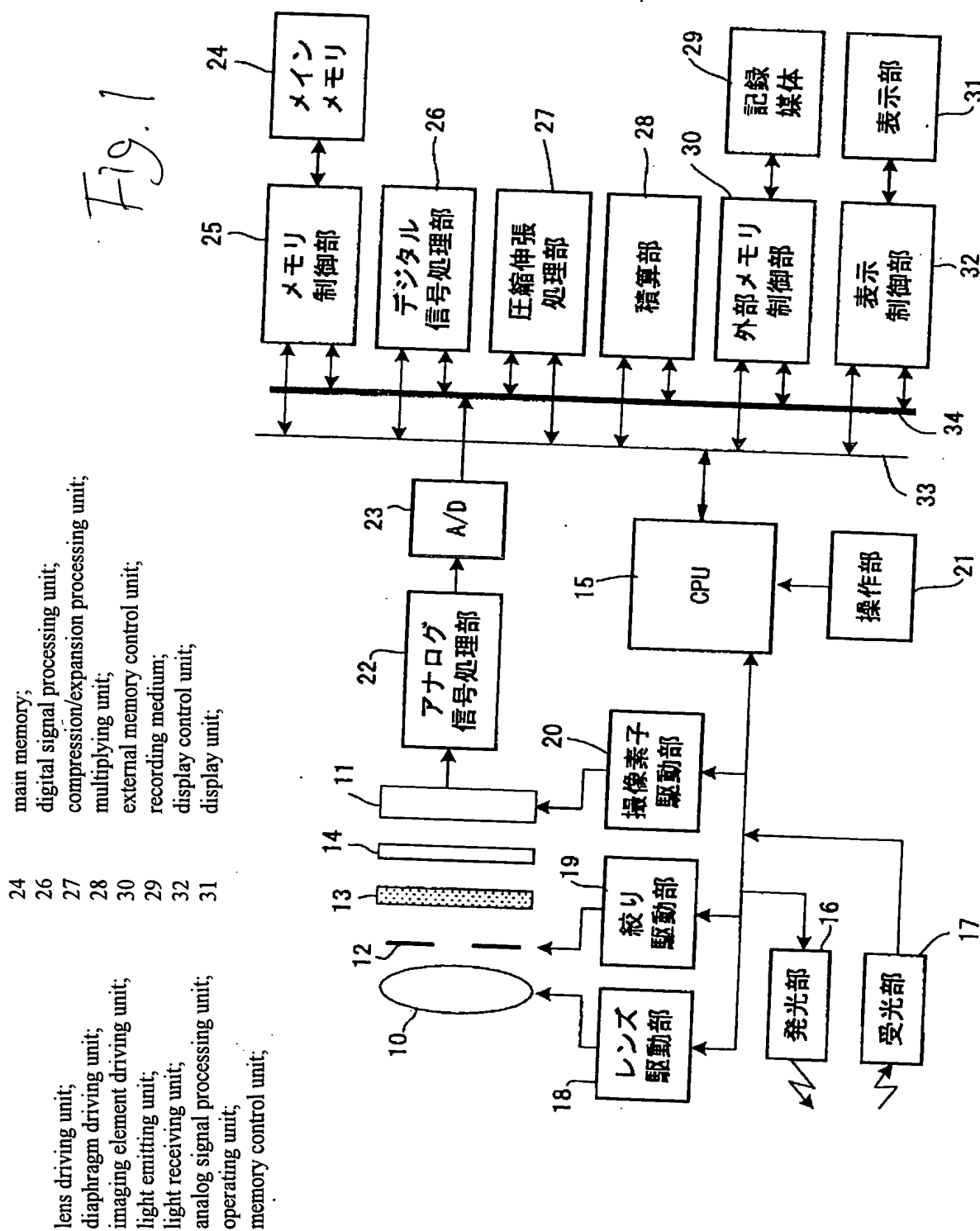
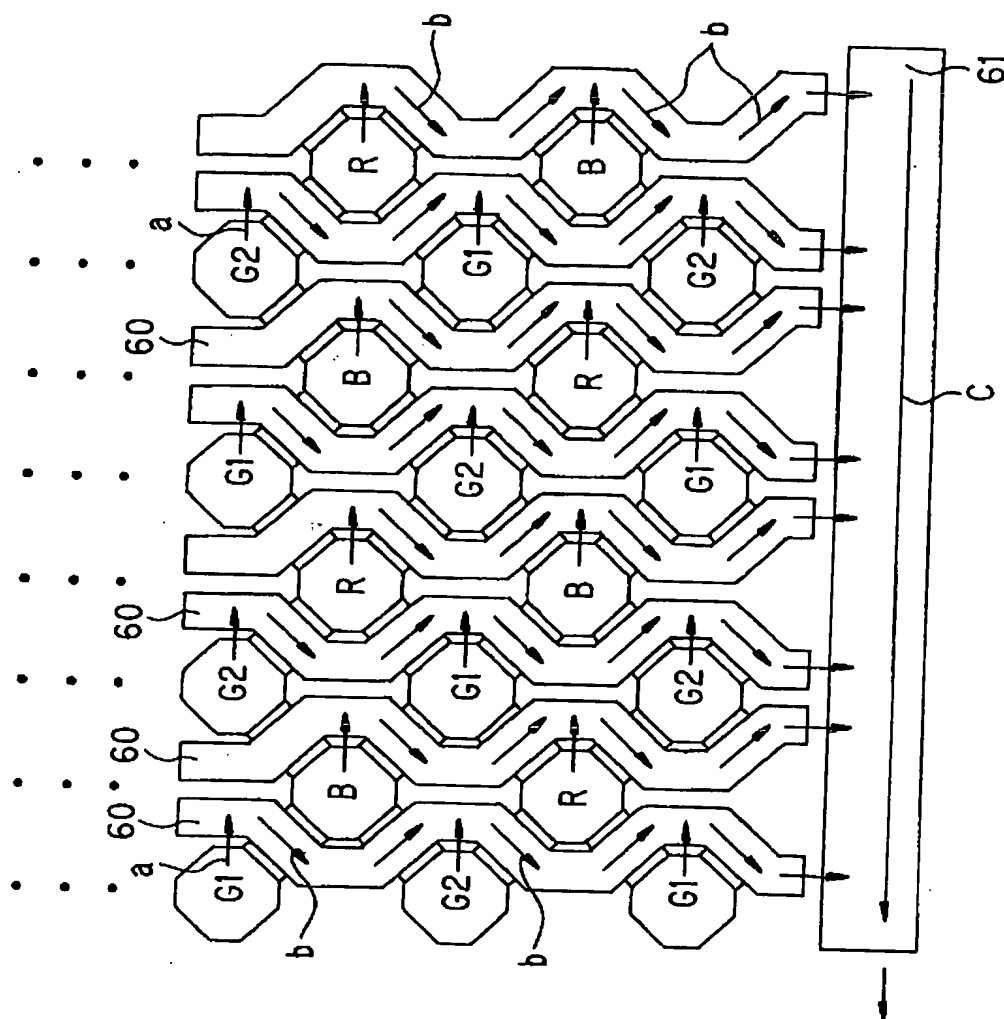


FIG. 1

【図2】

Fig. 2



【図3】

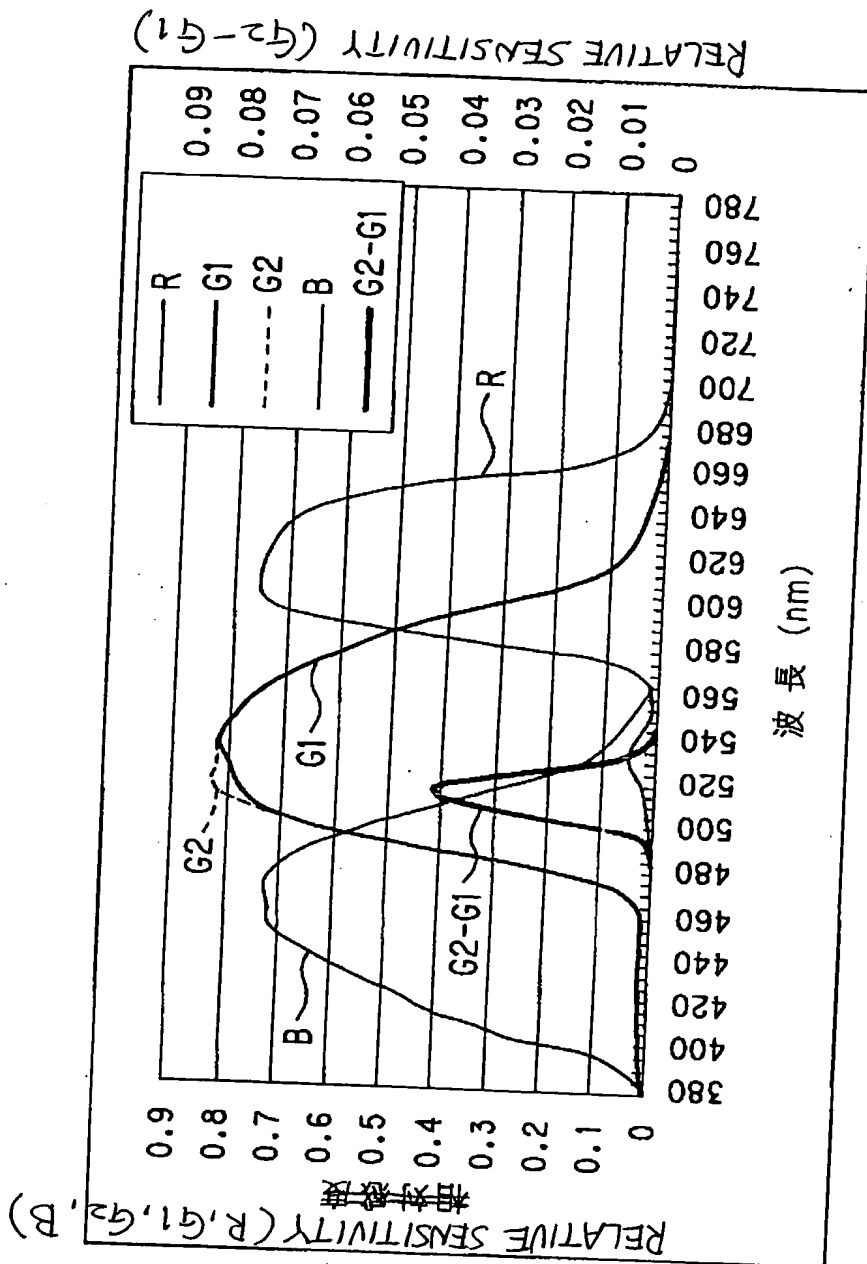


Fig. 3

【図4】

Fig. 4

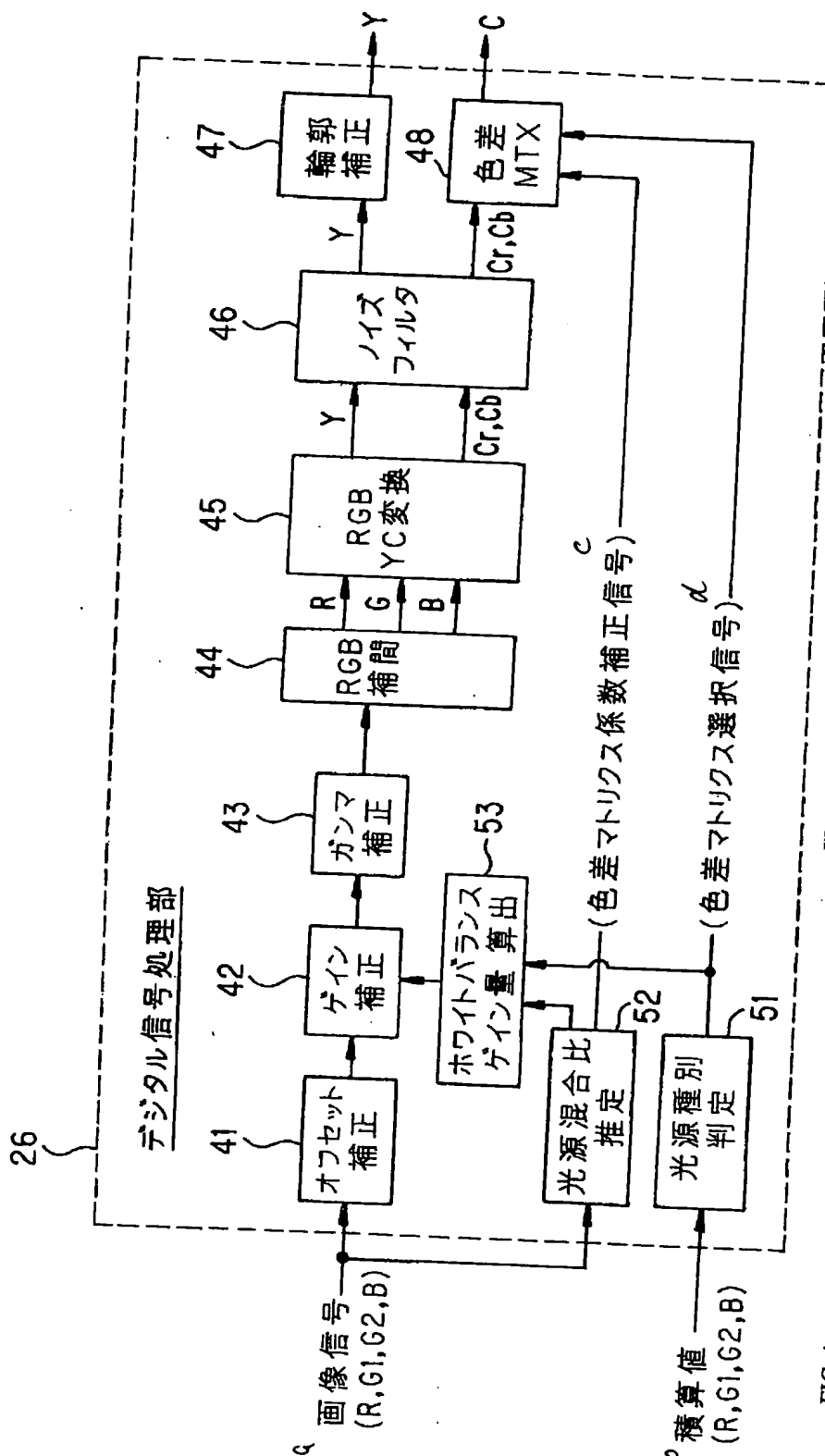


FIG. 4

- | | | | |
|----|--|----|--|
| a | image signals (R, G1, G2, B); | 44 | RGB interpolating calculation circuit; |
| b | multiplied values (R, G1, G2, B); | 45 | RGB/YC converting circuit; |
| c | color-difference-matrix coefficient correcting signal; | 46 | noise filter; |
| d | color-difference-matrix selecting signal; | 47 | contour correcting circuit; |
| 26 | digital signal processing unit; | 48 | color difference matrix circuit; |
| 41 | offset correcting circuit; | 53 | white balance gain-amount calculating circuit; |
| 42 | gain correcting circuit; | 52 | light-source mixing ratio predicting circuit; |
| 43 | gamma correcting circuit; | 51 | light-source sort judging circuit; |

整理番号 = P - 4 2 9 6

【図 5】

1

respective colors (macbeth color checker) before correction;
circular symbols: calorimetric points under D65 light source;
loci of reproduced colors under $F6/(D65+F6) = 0$ to 1
(white balance is fitted to D65 light source);
flesh color;
white color;

2

3

日
7

補正前の各色(macbeth ColorChecker) ○ : D65下での測色点。
D65/F6=0~1における再現色の軌跡(WBはD65に合わせてある)

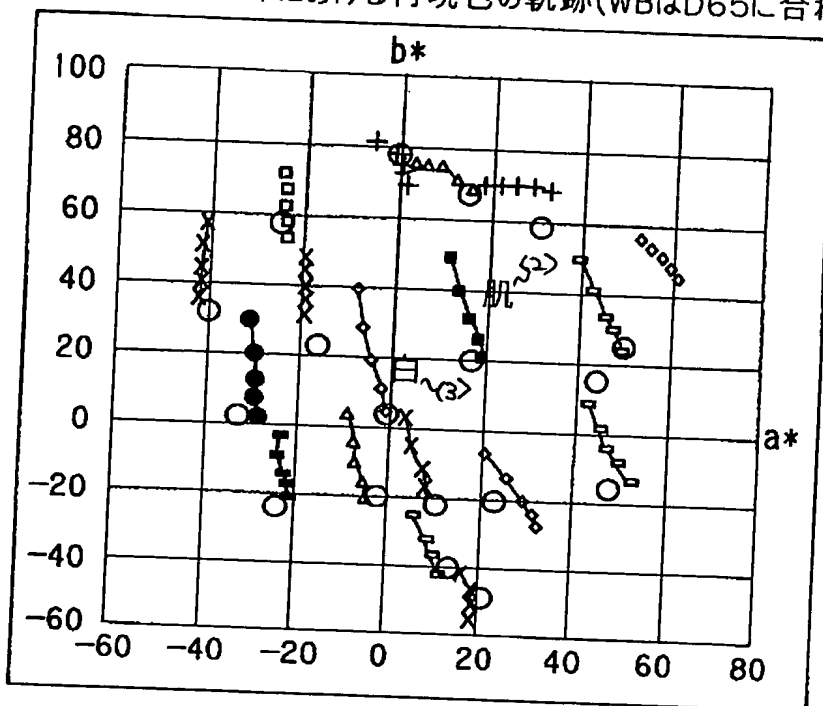


Fig. 5 (a)

WBおよび色差MTX補正後 ~ (17)

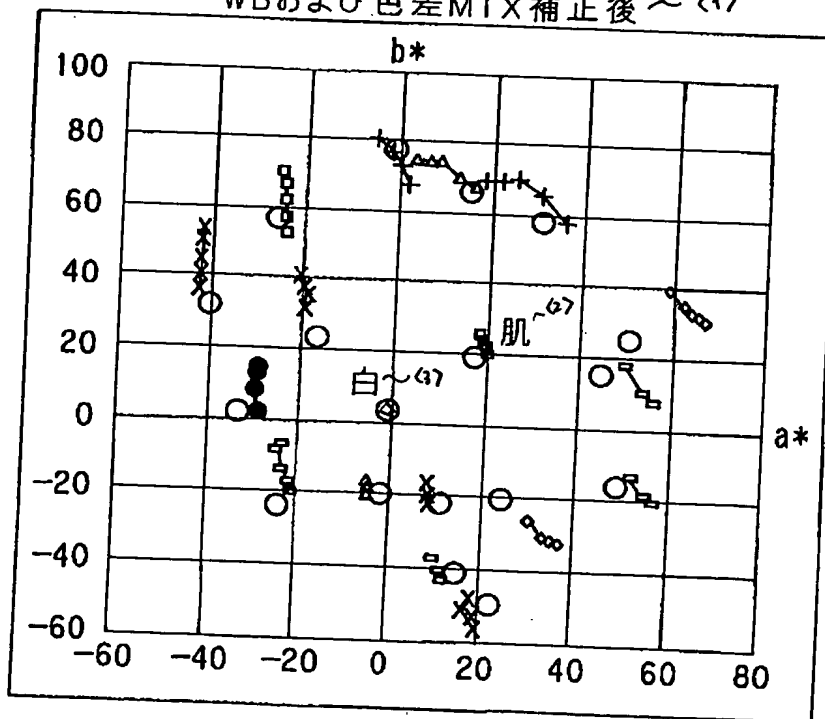


Fig. 5 (b)

1

respective colors after white balance correction and color difference matrix correction;

2

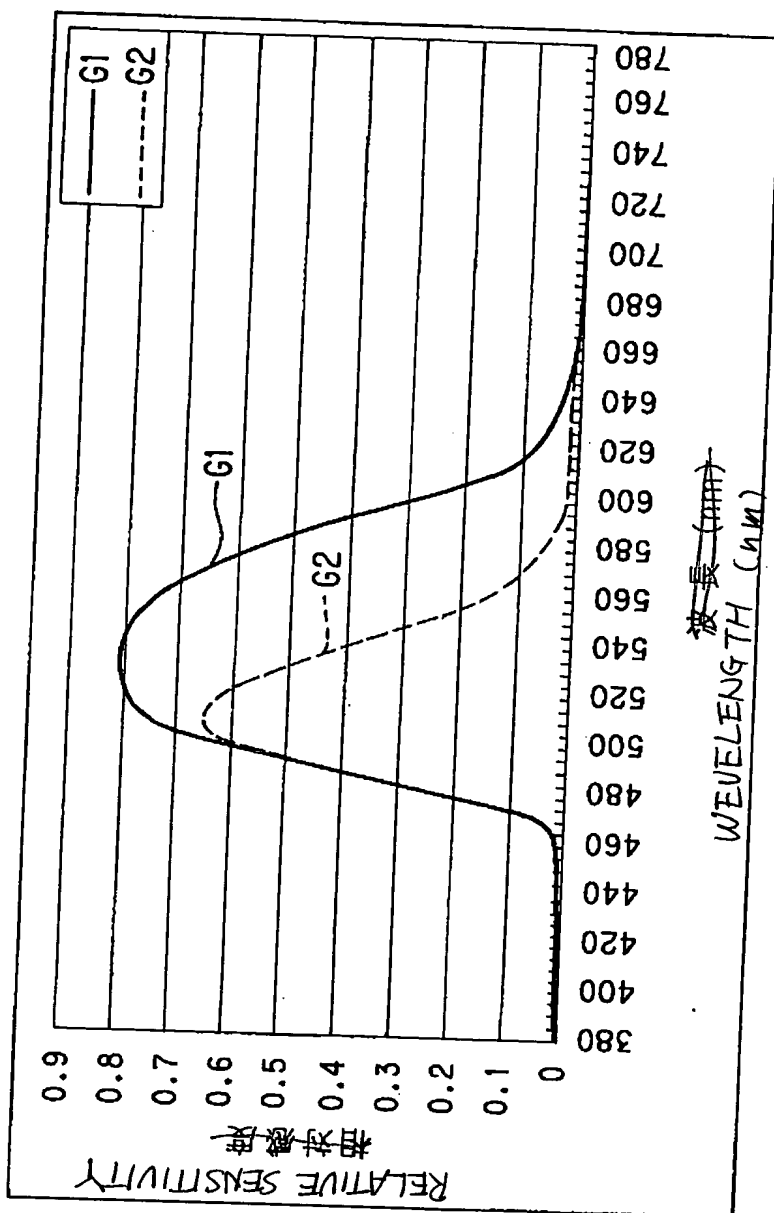
flesh color;

3

white color;

【図6】

Fig. 6



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【図 7】

1

respective colors (macbeth color checker) before correction;
circular symbols: calorimetric points under D65 light source;
loci of reproduced colors under F6/(flash light+F6) = 0 to 1
(white balance is fitted to flash light);

2

flesh color;

3

white color;

(1) 補正前の各色(macbeth ColorChecker) ○ : D65下での測色点。
フラッシュ光/F6=0~1における再現色の軌跡
(WBはフラッシュ光に合わせてある)

Fig. 7(a)

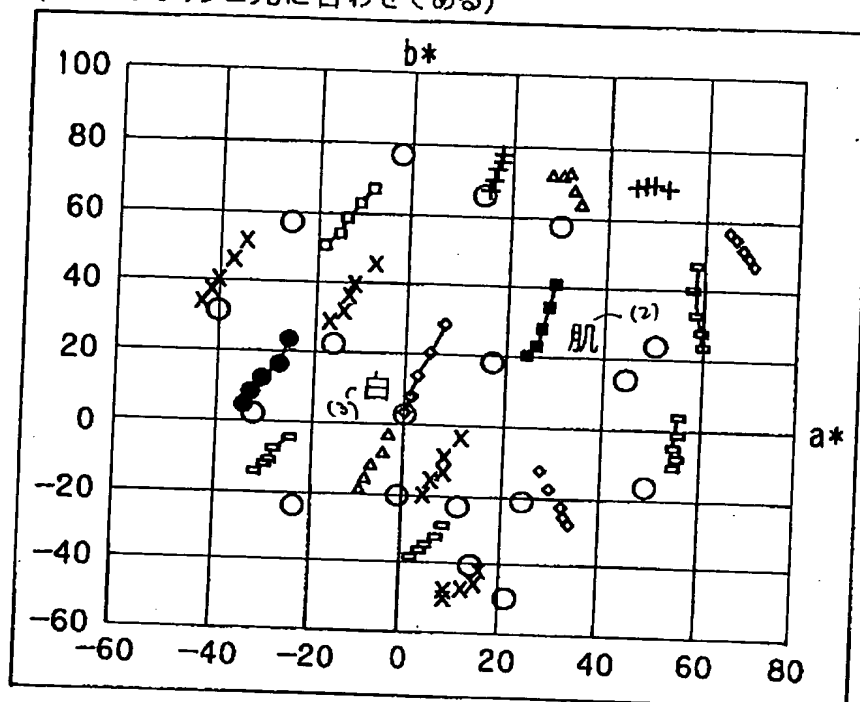


Fig. 7(b)

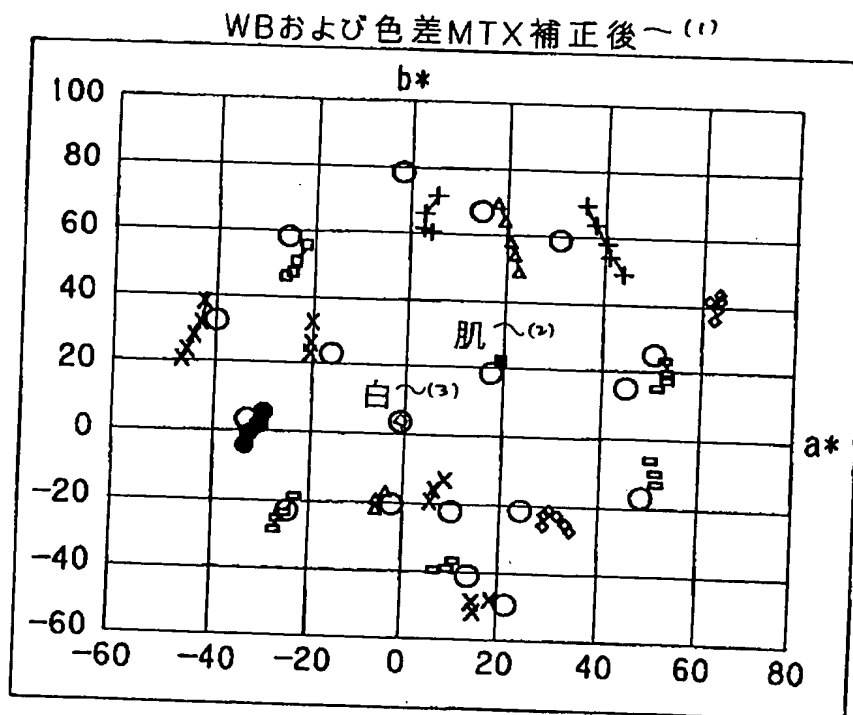


FIG. 7(b)

1

respective colors after white balance correction and color difference matrix correction;

2

flesh color;

3

white color;